Games for Windows®

# THE WITCHER®

ROLE-PLAYING GAME

MATURE 17+

CONTENT RATED BY ESRB

CDPROJEKT

Powered by BioWare™ aurora 2007 engine

ATARI

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# Introduction

Later, it was said the man came from the north, from Ropers Gate. He came on foot, leading his laden horse by the bridle. It was late afternoon and the ropers', saddlers' and tanners' stalls were already closed, the street empty. It was hot but the man had a black coat thrown over his shoulders. He drew attention to himself.

The stranger was not old but his hair was almost entirely white. Beneath his coat he wore a worn leather jerkin laced up at the neck and shoulders.

As he took off his coat those around him noticed that he carried a sword – not something unusual in itself, nearly every man in Wyzim carried a weapon – but no one carried a sword strapped to his back as if it were a bow or a quiver...

The stranger did not sit at the table with the few other guests. He remained standing at the counter, piercing the innkeeper with his gaze. He drew form the tankard.

"Pay and leave!" yelled the pocked man.

Only now did the Rivian look at him.

"I'll finish my beer."

"We'll give you a hand," the pockmarked man hissed. He knocked the tankard from the stranger's hand and simultaneously grabbing him by the shoulder, dug his fingers into the leather strap which ran diagonally across the outsider's chest. One of the men behind him raised a fist to strike. The outsider curled up on the spot, throwing the pockmarked man off balance. The sword hissed in its sheath and glistened briefly in the dim light. The place seethed. There was a scream, and one of the few remaining customers tumbled towards the exit. A chair fell with a crash and earthenware smacked hollowly against the floor. The innkeeper, his lips trembling, looked at the horribly slashed face of the pocked man, who, clinging with his fingers to the edge of the counter, was slowly sinking from sight. The other two were lying on the floor, one motionless, the other writhing and convulsing in a dark, spreading puddle. A woman's hysterical scream vibrated in the air, piercing the ears as the innkeeper shuddered…

From The Last Wish by Andrzej Sapkowski, translated by Danusia Stok, published by Victor Gollancz, a member of the Orion Publishing Group

Welcome to the world of The Witcher – a world ravaged by postwar chaos, where rulers, heedless to the misery of the common folk, have taken to amassing spoils instead of rebuilding what has been destroyed. In these lands devastated by plagues, amidst charred ruins and on blood-soaked battlefields, monsters and beasts have proliferated. They testify to the eternal need for witchers, dedicated professional

monster-slayers. Yet not many witchers remain. You are one of them – Geralt of Rivia, the White Wolf.

The Witcher marks a return to the traditional, multi-themed role-playing game. Combining spectacular combat with an intriguing story set in a world pulsating with life, it offers a choice of isometric and over-the-shoulder views, and a range of options for controlling Geralt as he faces adversity and navigates the rapids of history. Become Geralt of Rivia, the legendary monster-slayer, and journey through a war-ravaged land where a battle now rages for influence and power, a battle that will inexorably draw you in...

The Witcher was developed by people who share a fascination for a book that nearly two decades ago changed the fantasy genre for many. As fans of traditional role-playing games, we hope to change the gaming experience for fellow RPG enthusiasts. Achieving this will be our greatest reward.

Share your experience at

www.thewitcher.com

Until we meet again!

The CD Projekt RED Team

# Getting Started

## System Requirements

To run the game your computer must meet the following minimum requirements:

| | |
|---|---|
| Operating System: | Windows® XP/Vista |
| Processor: | Intel Pentium 4 2.4 GHz or Athlon 64 +2800 (Intel Pentium 4 3.0 GHz or AMD Athlon 64 +3000 recommended)* |
| Memory: | 1 GB RAM (2 GB RAM recommended) |
| Hard Disk Space: | 8.5 GB Free |
| DVD-ROM Drive: | 4X speed or faster |
| Video: | NVIDIA GeForce 6600 or ATI Radeon 9800 or better (NVIDIA GeForce 7800 GTX or ATI Radeon X1950 XT or better recommended) |
| Sound: | DirectX® version 9.0c-compatible sound card |
| DirectX®: | DirectX® version 9.0c (included) or higher |

**Athlon XP series, such as the Athlon XP +2400, is not supported*

## Setup and Installation

1. Start Windows®. Exit all other applications.
2. Insert ***The Witcher*** disc into your DVD drive.
3. If AutoPlay is enabled, a setup program will start up automatically. If AutoPlay is not enabled, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your DVD drive is assigned to a letter other than D, substitute that letter.
4. Select the Install option from the Installation Menu.
5. Follow the remainder of the on-screen instructions to finish installing ***The Witcher***.

**NOTE:** You must insert The Witcher disc into your DVD drive in order to play.

### Installation of DirectX®

The Witcher requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed, click "Yes" to accept the DirectX® 9.0c License Agreement. This will then launch the DirectX® 9.0c Install.

## Starting the Game

There are multiple ways to start the game after the successful installation:

- Double-click the Start The Witcher icon on your desktop.
- Click the Start button, navigate to the entry Programs->The Witcher and click on the Start The Witcher icon.
- Navigate to the installation folder (e.g. C:\Program Files\The Witcher) and start the launcher.exe program.
- Windows Vista users: Select The Witcher icon in the Windows Vista Game Explorer.

## New Game

Select to start a new game. You will be asked to choose one of three difficulty levels:

**Easy** – perfect for novice players (not only of The Witcher). At this level, game elements are introduced gradually. Opponents cause less damage and Geralt gains experience more quickly. During combat, additional signals help you click your way through fluid attack sequences.

**Medium** – recommended for experienced gamers who are new to The Witcher. Attack sequences are not assisted and click intervals are shorter. Opponents have standard attributes and Geralt gains experience at a standard rate.

**Hard** – for highly experienced players. Monsters and other opponents are significantly more powerful, click intervals are brief, and Geralt gains experience more slowly. At this level, selected opponents cannot be defeated without resorting to alchemy.

Having chosen your difficulty level, you will be asked to select your preferred control mode. Choose between Mouse mode, where you control Geralt using your mouse in high and low isometric camera views, and Keyboard and Mouse, which activates an over-the-shoulder view typical of action-adventure games. You can switch between control modes during the game.

## Options

Select to customize controls, camera behavior, hotkey assignments, and sound and video settings. Click ACCEPT to save new settings, REVERT to cancel any changes made.

### Game Options

Use this screen to configure game settings like floating text, subtitles, camera mode, camera sensitivity, screen-edge camera scroll, and mouse inversion.

### Video Options
Use this screen to configure display parameters like resolution, gamma correction and full screen mode.

### Sound Options
Use this screen to configure sound effects and music, and to toggle hardware-dependent Creative EAX® technology.

### Controls
Use this screen to customize hotkey settings. To assign a hotkey, click on an option, then press the key to which you want it assigned. Press ENTER to commit the hotkey assignment and click ACCEPT to save your customized configuration. Click REVERT to cancel any new hotkey assignments. Press the ESC key to both cancel new assignments and exit the screen.

### Advanced Options
Use this screen to configure advanced options associated with the game engine, including shadow, texture and lighting quality, anti-aliasing, and the like.

## Loading/Saving Game
You should occasionally save your game status. Doing so will save time should Geralt perish or should you need to restart for any other reason. To save a game, open the Pause Menu and choose "Save Game." Double-click on a previously saved game status to overwrite it. Games can also be saved using the customizable Quicksave key, which creates a new file with the saved game status each time you use it. To load a saved game, use the "Load Game" command in the Main Menu. Press the Quickload key to load the most recent quicksave.

## In-Game Pause Menu
While playing, press the ESC key or click on the System icon in the upper-right of your screen to display a panel similar to the Main Menu.

## Exit Game
Select to exit the game.

# Family Settings

Family Settings in Games for Windows – LIVE complement Windows Vista parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to www.gamesforwindows.com/live/familysettings

# Notable Places

## Kaer Morhen

Meaning "old sea fortress" in the elven tongue, Kaer Morhen is a remote mountain stronghold that has for centuries served as the headquarters of the witchers' guild. The castle's times of greatness have passed and a cold wind now blows through its halls. Only a handful of witchers live here now, though there was a time when many young men underwent gruesome training along the infamous "Gauntlet" near Kaer Morhen.

## Temeria

Ruled by the wise King Foltest, this once-powerful realm has regained importance in recent years. Temeria mints its own coin – the oren. A multicultural state, it is home to humans, dwarves, elves, gnomes and dryads. Temeria has largely lifted itself from the devastation of the war with Nilfgaard, yet much of the kingdom continues to be ravaged by monsters. Thus, the witcher's profession is once again in demand, though most common folk fear, and some even disdain, the monster-slayers.

## Vizima

Vizima is Temeria's capital and largest city. Located along Lake Vizima, where important trade routes intersect, the city profits from commerce. Vizima is divided into two large districts. The Temple Quarter is the poorer of these, while the city's wealthy and influential citizens inhabit the Trade Quarter.

## The Outskirts

Like every metropolis, Vizima has its Outskirts. Near the city walls stand the houses of townsfolk who could not afford to live in the city or could not stand the stench of Vizima's gutters. At a distance, among fields and meadows, stand peasant homes, many of them empty, their owners the victims of war, monsters or disease.

## The Hairy Bear Inn

The Hairy Bear is for the indiscriminate. The innkeeper skimps on portions and waters down his ale, and vermin already inhabit the thin mattresses in his guest rooms. Yet there's plenty of entertainment, as it draws hosts of hustlers, drunkards, and illegal fight fans.

## The Sewers

Vizima's sewers date from a time when an ancient elven city stood on the site. Little remains of the underground structures' former greatness, but they still serve their function well, carrying off sewage from the entire city, making the

stench of its gutters a little less appalling. The sewers connect the city's Temple and Trade quarters.

## The Dike

Merchants and travelers dock their boats at this landing just outside Vizima's walls. Ferrymen offer transport to the nearby swamp while merchants can be persuaded to sell goods before they find their way to market stalls. The Dike also offers access to Old Vizima, the gate to which has been closed under the quarantine.

## The Cloister of the Order

There is only one haven of law and order in Vizima's Temple Quarter, and that is the cloister, the seat of the Order of the Flaming Rose. Crimson banners embroidered with roses hang at its entrance. Only the selected are allowed inside.

## The Swamp

This vast marshland across the lake from Vizima is home to small human communities and rather large monsters. It is hardly safe, even in daytime.

## The New Narakort Inn

The New Narakort is a large and classy inn frequented by Vizima's rich and powerful. It is the perfect place to enjoy conversation over a goblet of good wine, play dice with sophisticated partners, or try your strength against the capital's best fist fighters. In the evenings, the New Narakort hosts "invitation-only" receptions.

## Old Vizima

In moving his seat from the Old Manor to the Royal Castle, King Foltest began the arduous process of changing Vizima from a wooden village into a brick town. After the war, the quarter adjacent to the king's former home became a nonhuman ghetto. Elves and dwarves, assimilated or not, were resettled to this place where even the most destitute humans refuse to live.

## The Swamp Cemetery

When the Royal Court gathered at the Old Manor, the nearby swamp was regularly drained and cleared of monsters. A good part of the marsh was an old cemetery dating to elven times. Vizima's main necropolis now lies within its walls, while the swamp cemetery is reputed to be a dangerous place. Muddy waters flood many crypt entrances while myriad creatures roam amidst its vapors. Nevertheless, some exiles from Old Vizima have found refuge in the small caves that litter the marsh.

# Notable Characters

## Vesemir
Though the eldest and most experienced witcher, like the other members of the caste Vesemir winters at Kaer Morhen and sets off on his Path with the advent of spring. Robust and lively despite his age, Vesemir is an expert swordsman and taught Geralt all he knows.

## Triss Merigold
Triss has known Geralt for some time. She is a friend of the Kaer Morhen witchers and, though a sorceress and outsider, she is one of the few to know the way to their secluded fortress. She can safely be counted among Geralt's friends.

## Velerad
Velerad governs Vizima and in Foltest's absence holds the highest authority in the city and the country as a whole. The burgomeister knows Geralt from long ago, having negotiated with him the price for lifting the curse that turned Princess Adda into a striga.

## Adda
Princess Adda was born of an incestuous union. The curse of a jealous suitor for her mother's affections caused Adda to be born a striga. Rapidly achieving solid proportions, for several years she roamed Old Vizima, terrorizing its citizens and devouring unfortunates. None could kill her or break the spell that bound her. Then Geralt of Rivia came along...

## Dandelion
Ostensibly Geralt's best friend, Dandelion is a gossip, a jester and a loafer. He is at once a successful ladies' man, though this often gets him into trouble. Dandelion is also an undeniably talented artist.

## Shani
Shani and Geralt met through Dandelion long ago in Oxenfurt. A graduate of the medical school there, Shani is now a dedicated professional. She is mature beyond her age, having spent the Battle of Brenna treating the wounded in a field hospital.

## Zoltan Chivay
Zoltan Chivay claims to have witnessed Geralt's death during a massacre of nonhumans in Rivia. Appearing to be reasonable and pragmatic, Zoltan maintains perspective on the surrounding world, sarcastically commenting on events. Like other nonhumans, he is troubled by the growing racism he observes in Temeria.

### Geralt of Rivia

The bard Dandelion's ballads provide an account of Geralt of Rivia's many adventures. Those who read them might well think the White Wolf was the most famous witcher of his time, a participant of epic events, including the mages' rebellion on Thanedd Island. Dandelion devotes much attention to Geralt's struggles against monsters, to his famed romantic entanglements, and to his love for a certain sorceress.

# Game Initiation and Tutorial

When the game begins, you are Geralt of Rivia. You find yourself within the walls of the witchers' fortress of Kaer Morhen. Your first task is to assist the other witchers as they repel an attack by a group of mysterious intruders.

During initial game stages, a tutorial will assist you by explaining basic game elements.

## Game Interface

The game interface provides access to all information that may prove useful to you in the game world.

### Main Gameplay Screen

The Main Gameplay Screen provides a view of the game environment. This view depends on your choice of camera mode.

**Non-Combat Mode** – activates the default mode for interacting with neutral and friendly characters. In Non-combat mode, Geralt sheathes all weapons. To activate this mode, click on the icon or press the corresponding hotkey (default: TAB).

**Weapon quickslots** – icons corresponding to any weapons Geralt possesses are displayed in this area. Click on the corresponding icon to draw a weapon. If you draw a sword, combat style icons will appear next to the sword icon (see section 1, "Witcher Combat Styles"). Weapons can also be assigned to hotkeys.

**Potion quickslots** – provide immediate access to potions placed on Geralt's belt in the Inventory. Potions can also be assigned to hotkeys.

**Witcher's Signs** – provide direct access to the Signs Geralt learns. Signs can also be activated by pressing their corresponding hotkeys.

**Minimap** – displays a map of the area where Geralt is located, shows camera orientation and displays a marker for your currently selected quest.

**Time and location indicator** – hover the cursor over this indicator to see the approximate time in the game world and the current location status (dangerous or safe). In locations that are safe, Geralt cannot draw weapons or use Signs unless he is attacked.

## Medallion

**Endurance** – indicates Geralt's condition and energy level. Geralt must be in good condition to cast Signs and block punches during fistfights, as well as to execute special attacks during sword combat. When you select a Sign, two indicators appear on the Endurance bar to show how much Endurance is required to cast the basic and enhanced versions of the Sign. The Sign cannot be cast if Endurance is below the indicated level.

**Vitality** – indicates Geralt's health and vitality, which decline as he takes blows and sustains wounds. If Vitality drops to zero, Geralt dies.

**Toxicity** – represents Geralt's body toxicity deriving from the consumption of potions. Excessive toxicity adversely affects Geralt's abilities and may even lead to his demise.

**Experience bar** – fills in as Geralt gains experience. Each time the bar fills in completely, you advance to the next experience level.

## Hero Panel

The Hero Panel displays the status of character features that include core character attributes, combat styles, and Signs, as well as feature enhancements and Geralt's current experience level. For detailed information, see section 7, "Character Development."

## Inventory Panel

This panel shows the items in Geralt's possession.

*Potion quickslots*

*Witcher's armor*

*Silver sword sheath*

*Ring or amulet slot*

*Small weapon sheath*

*Drop item area*

*Close panel*

*Current funds*

*Quest items in satchel*

*Steel sword sheath*

*Satchel*

*Large weapon sheath*

*Trophy hook*

The Inventory Panel is divided into two sections. These correspond to items Geralt wears and items found in his satchel. The slots surrounding Geralt are used to store weapons, rings and potions. The number of these slots depends on Geralt's current armor. The trophy hook is used to store trophies Geralt collects while hunting unique monsters. Note! The trophy hook can hold only one trophy at a time.

## Journal Panel

The Journal is the repository of all knowledge Geralt acquires during the game, ranging from information on quests, characters, monsters, alchemical ingredients and formulae, to political and historical background notes and information on game world locations.

### Quests Tab

This tab shows the quests Geralt receives from other characters or acquires by reading announcements posted on notice boards.

**Quest status** – these icons indicate the status of quests:

- Indicates successfully completed quests (Quests tab only)
- Indicates active quests that can be tracked on the map using markers
- Indicates quests that ended unsuccessfully
- Indicates a new Journal entry and an update of an existing Journal entry

**Note! The last two indicators also apply to entries in the other Journal tabs.**

**Active quest and phase selection** – toggle these switches to display only currently active quests and phases.

### Characters Tab

This tab features descriptions of all significant characters you encounter or otherwise garner information about, either from sources like books and notes or from comments made by other characters. Descriptions expand as Geralt gains new information about individual characters.

**Note! The Locations, Monsters, Alchemy, Ingredients, Glossary and Tutorial tabs have a similar layout.**

## Map Panel

This panel displays a map of your current location. Hidden sections of the map are revealed as Geralt explores the game world. Your position is shown by a green arrow.

The map indicates Geralt's current position (green arrow) and the location of people and places that could be instrumental to completing quests. Significant destinations might include city gates, houses of ill repute and characters important at specific story junctures. For more on the Map and Mini-map, see section 3, "Mini-map and Markers."

### Meditation Mode

This mode, accessed through gameplay dialogs (see section 7, "Gameplay Dialogs") or by clicking a lit campfire, allows Geralt to rest and regenerate. Geralt needs several hours of rest to restore Vitality and clear residual Toxicity.

Check the current game time on the Time and location indicator beside the Mini-map, then select one of the four presets or use the slider to set the number of hours Geralt should rest. Once the rest time is set, click MEDITATE to begin.

### System Options

Click the topmost icon at the right of the screen to activate the Main Menu. For more information see section 5, "In-Game Main Menu."

**Note! All panels can be closed by clicking the black "X" icon in the upper right corner of the screen.**

## Navigating the Game World

### Camera/Control Modes

The camera can be set to operate in one of three modes.

**High Isometric Mode** – the world and Geralt are seen from above and at an angle. Left-click destination points to move Geralt in their direction. In this mode, camera forward and reverse tracking is blocked, while camera scrolling is limited to the horizontal axis.

The High Isometric mode is recommended for players who prefer to have an overview of their surroundings. Characters are clearly visible as is any action occurring near Geralt.

**Low Isometric Mode** – this mode similarly provides a view from above, though the camera is located closer to Geralt. Turn the camera by clicking and holding the scroll-wheel while moving the mouse or by running the cursor to the right or left edge of the screen (enable this option in Game Options – see section 5, "In-Game Main Menu").

The Low Isometric mode is recommended for players who want an overview of the general situation but also want to get closer to the action.

**Over-the-Shoulder (OTS)** – in this mode the game world is viewed over either Geralt's right or left shoulder (sides can be toggled using a customizable hotkey). Move Geralt using the W, S, A and D keys and use your mouse to rotate the camera.

OTS mode is recommended for players who prefer a fully dynamic and direct game experience.

*High Isometric* *Low Isometric* *OTS*

## Mini-map and Markers

The Mini-map facilitates movement by showing Geralt's position in the current game area.

Use the Map Panel to mark important locations on the area map. Right-click to set and delete markers and left-click to highlight them. Highlighting a marker activates the destination point indicator in the Mini-map. Toggle quest tracking in the Quests tab of the Journal to highlight phase-related markers. You can set up to three markers.

## Witcher's Medallion

The Witcher's Medallion vibrates when Geralt nears the sources to which it is tuned. The Medallion can be set to warn of beasts lurking in the vicinity or to indicate the proximity of magic emanating from Places of Power or magic-users.

**Tune Medallion** – access the Tune Medallion function by entering Meditation Mode and opening the Inventory.

## Interaction

Left-click objects and characters to interact with them. Some actions are only possible in Non-Combat Mode, with all weapons sheathed. Geralt can also use the Aard and Igni Signs on selected objects, provided he is in a location classified as dangerous.

### Cursors

The cursor changes to indicate the default action that will be performed when you left-click.

**Pointing gauntlet** – the basic game indicator in game panels; in the main game interface, use this cursor to switch between game panels, display floating text, and to select character mode, weapons, Signs and potions.

**Arrow** – the basic movement indicator in the High and Low Isometric modes. Click on the ground to move Geralt to a given point.

**Arrow array** – indicates non-clickable game areas.

**Talk** – click to activate conversations with other characters.

**Mute** – indicates characters who will not speak to Geralt.

**Hand-and-lever** – click to operate, open or search an object.

**Open gauntlet** – click to pick up an object.

**Sword** – click to initiate an attack on the indicated target.

**Flaming sword** – click to initiate the next attack in the sequence (available only in Easy mode).

**Crossed swords** – displayed when clicking would interrupt the current attack sequence (available only in Easy mode).

**Fist** – click to attack a target with your fists (available only during Fistfights).

**Fist and cross-hairs** – click to extend the current punch sequence (available only during Fistfights).

**Gate** – click to open a door or gate.

## Dialog

During conversations with others characters, a list of dialog options appears at the bottom of the screen. Important and quest-related lines customarily appear at the top of the list. Dialog options are generally arranged to reflect narrative structures. Select lines by clicking them or by pressing their corresponding hotkeys (1, 2, 3, 4, etc.).

## Gameplay Dialogs

In addition to dialog lines, the dialog area may include one or more gameplay icons that might significantly affect game progress if clicked. Gameplay icons allow you to interact directly with characters in one of the following ways:

**Trade** – activates the option to trade with characters who have goods to sell or are willing to purchase items from Geralt.

**Storage** – activates the option to transfer items from Geralt's inventory to other characters for collection at a later time.

**Pay** – activates the option to pay a pre-agreed amount of money to characters in exchange for information, right of passage, and other services.

**Bribe** – activates the option to bribe characters in an effort to persuade them to do something. When the bribe is not pre-agreed, use the slider to adjust the amount to be paid.

**Gift** – activates the option to present gifts to characters.

**Signet** – shows characters symbols that might change their attitude toward Geralt.

**Rest/Meditation** – activates Meditation Mode. Using this gameplay icon in taverns and inns may involve paying a modest sum to rent a room.

**Weapon Enhancement** – activates the option to enhance weapons already in Geralt's possession. For more information on upgrading weapons, see section 9.1, "Enhancing Swords and Armor."

**Fistfight** – activates the Fistfight mini-game and opens a betting panel. For detailed information see section 10, "Mini-Games."

**Dice Poker** – activates the Dice Poker mini-game. For detailed information see section 10, "Mini-Games."

**Drink** – activates the Drink Up mini-game. By drinking with other characters, Geralt can win their favor and gain additional information. For details see section 10, "Mini-Games."

## Combat

Foes are highlighted in red (character name and circular vitality bar around their feet). When Geralt's weapons are sheathed, clicking on foes will cause Geralt to attack them using the weapon and combat style last employed. With a weapon drawn, attack foes by left-clicking on them. In locations classified as dangerous (see the Time and location indicator), blue-highlighted neutral characters can also be attacked. Characters highlighted in green are Geralt's allies and cannot be attacked.

## Rest and Meditation

When Geralt is seriously wounded in a fight, shows dangerous toxicity levels after drinking numerous potions, has new Talents that need to be developed into skills and abilities, or just needs to brew alchemical mixtures, look for a fireplace and left-click to light a fire and enter Meditation Mode. Dead fires can be lit using flint or the Igni Sign. Geralt can also meditate at inns and in selected characters' homes. In these instances, left-click the Rest/Meditation gameplay icon within dialogs to activate Meditation Mode.

# Combat

Your experience of game combat in The Witcher will vary depending on the control mode you choose (see section 2, "Navigating the Game World").

## Movement

In the High and Low Isometric modes, movement is based on a point-and-click system. Left-click to both move Geralt into position and to perform attack sequences and special maneuvers (more information below). These modes offer a broader view of the combat situation that encompasses surrounding events. However, the combat experience is generally less dynamic than that provided in Over-the-Shoulder mode.

In OTS mode, movement and special maneuvers are keyboard-controlled (defaults: W, S, A, D). Use your mouse to control camera rotation. Target foes using the centrally placed indicator and click to attack. In this mode, combat is dynamic and exciting, but provides no tactical advantage over combat in the isometric modes.

### Special Maneuvers in Combat

Geralt may also execute three special maneuvers that are especially useful in combat situations. Geralt can only perform these in combat position (sword drawn).

**Jump/Roll** – this maneuver allows Geralt to quickly reduce or increase the distance to foes and thus change tactical position or retreat out of an opponent's range. In Isometric modes, double-click at a distance from Geralt to indicate the direction of the move. In OTS (Over The Shoulder) mode, double tap the appropriate direction key (defaults: W, S, A, D). This maneuver can be executed from any position.

**Leap/Spin** – this maneuver is perfect when Geralt is surrounded by multiple foes or when an opponent stands between him and his intended destination. The move allows Geralt to leap over opponents standing opposite him or to execute a spin, dispersing swarming opponents and assuming a new tactical position. In the Isometric modes, double-click behind foes to leap over or spin past them. In OTS (Over The Shoulder) mode, double-tap the "forward" key (default: W). Geralt must be very near opponents to execute this move.

**Quick Turn** – this maneuver spins Geralt around 180° to quickly face opponents attacking from behind or to turn around immediately after executing a Leap or Spin. Chiefly helpful in OTS (Over The Shoulder) mode, the maneuver is activated by pressing the corresponding hotkey (default: F).

## Sword Combat

In all control modes, left-click foes to attack them. Geralt employs blows matching the currently selected combat style.

### Witcher Combat Styles

Witchers are trained in three core combat styles designed for use against different foes. They are the Strong Style, the Fast Style and the Group Style. Given that witchers use two swords (steel and silver), Geralt has access to a total of six fighting styles, three per sword. Each style involves a different set of capabilities and produces a different combat dynamic.

**Strong Style** – emphasizing power over quickness and precision, this style is ideal for fighting slower, heavily armored foes possessing greater endurance. The Strong Style is not effective against lightly armored, agile targets.

**Fast Style** – the opposite of the Strong Style, this consists of striking quickly using truncated blows with little follow through that are ideal against lightly armored, hard-to-hit foes. The Fast Style inflicts limited damage and is not effective against armored opponents possessing greater endurance. One of this style's chief benefits is its high strike rate, which prevents foes from mounting effective counterattacks.

**Group Style** – chiefly designed for weak foes who attack in numbers, this style consists of sweeping, high-energy blows that allow Geralt to hit multiple targets simultaneously. Only moderately effective against individual foes, its usefulness increases with the number of enemies Geralt faces. It is ideal in situations where Geralt is ambushed by many opponents, though it simultaneously exposes him to potentially dangerous attacks from behind.

**Note! During combat you need not worry about parrying or evading opponents' blows except through special maneuvers. As a well-trained swordsman, Geralt has a good chance of parrying and dodging blows and does so automatically whenever possible.**

The Witcher's swords also have different applications:

**Steel Sword** – witchers use steel swords (often forged of meteorite steel) against foes immune to silver and representatives of the intelligent races, including humans, elves, dwarves and vodyanoi. The sheer weight of the blade renders this sword a two-handed weapon.

**Silver Sword** – featuring a delicate silver blade, this sword is designed for use against post-conjunction creatures like vampires, necrophages and others susceptible to the semiprecious metal. A light weapon, it can easily be wielded with one hand.

**Note! Sword icons may vary depending on the weapons in Geralt's possession.**

Though skilled in the use of other weapons like flails, daggers, battle-axes and maces, Geralt does not employ any of the witcher combat styles when using these. Made of steel, such weapons are also ineffective against creatures born of magic.

## Sequences

In addition to standard combat movement and sword blows, Geralt is capable of executing a range of attacks specific to witchers and the weapons they use. These attacks include sequences as well as special and finishing blows.

Click on opponents to initiate the first attack sequence (consisting of several blows). As Geralt executes the final blow of the sequence, click again to initiate the next level attack. Several visual signals and one audio signal will assist your timing:

**Flaming sword** (available only in Easy mode) – as a sequence ends, the standard sword icon changes into a flaming sword.

**Whirl** – at the end of a sequence, Geralt executes a circular sword movement.

**Streak** – a fiery streak follows Geralt's blade as he executes the final blow of a sequence.

**Slash** – the sound of a sword slashing air accompanies the last blow of a sequence.

Taking your cue from the signals listed above, click on opponents as the preceding sequence ends to continue to the next level sequence. As you gain experience, your sense of the rhythm of individual combat styles will improve. In time, Geralt's movement will acquire a flow without your relying on the signals described above.

Each subsequent sequence inflicts greater damage and often has special features. The number of available sequences of a given style equals the number of levels of that style that have been unlocked, up to a maximum of four. The most advanced available sequence can be repeated up to three times before Geralt reverts to the first level sequence of the style being used.

## Special and Finishing Blows

### Special Blows

Once attained, the fourth level of each combat style provides access to exceptionally powerful blows. Left-click and hold on a target to perform any of these special strikes. A powerup bar will appear at the bottom of the screen. Once the bar is fully loaded, release the left mouse button to have Geralt attack his opponents using a powerful, exceptional blow.

**Note! Special blows tire Geralt and result in notable losses of Endurance.**

### Coups de Grace

In special circumstances, Geralt can perform finishing blows known as coups de grace, killing foes immediately and in spectacular fashion. Coups de grace can be executed against foes who have been stunned or knocked down using a Sign or a special combat feature (see explanation below). Click on stunned or supine opponents before they regain full awareness or rise to their feet. Geralt will then attack and perform a coup de grace.

## Summary of Witcher Combat Styles

**Note! Style enhancements are not cumulative.**

| | Strong Steel | | | | |
|---|---|---|---|---|---|
| | I → | II → | III → | IV → | V |
| **Basic Levels** | First attack equence, consists of two blows. Causes modest damage to strong opponents. Reduces target's armor. | Second attack sequence, consists of two blows. Causes moderate damage to strong opponents and increases chance of causing Bleeding. Reduces target's armor. | Third attack sequence, consists of five blows. Causes serious damage to strong opponents and increases chance of causing Bleeding. Significantly reduces target's armor. | **Reaper** – special attack. Consists of two blows. Causes severe damage and significantly reduces target's armor. Doubles chance of causing Stun and Shield Smash. Uses up Endurance. | Final attack sequence, consists of four blows. Causes overwhelming damage to strong opponents and increases chance of causing Bleeding. Severely reduces target's armor. |
| **Enhancements** | **Cut at the Jugular I** Modestly increases chance of causing Bleeding. | **Cut at the Jugular II** Increases chance of causing Bleeding. | **Cut at the Jugular III** Significantly increases chance of causing Bleeding. | | |
| | **Crushing Blow I** Modestly increases damaged inflicted on opponents. | **Crushing Blow II** Increases damage inflicted on opponents. | **Crushing Blow III** Significantly increases damage inflicted. | | |
| | **Bloody Frenzy I** Increases damage inflicted on opponents when Geralt is heavily wounded. | **Bloody Frenzy II** Significantly increases damage inflicted on opponents when Geralt is heavily wounded. | **Bloody Frenzy III** Very significantly increases damage inflicted on opponents when Geralt is heavily wounded. | | |

| | Fast Steel | | | | |
|---|---|---|---|---|---|
| **Basic Levels** | I → | II → | III → | IV → | V |
| | First attack sequence, consists of two blows. Causes limited damage to fast opponents. Modestly increases hit and parry efficiency. | Second attack sequence, consists of four blows. Causes moderate damage to fast and agile opponents. Moderately increases hit and parry efficiency, raises chance of causing Pain. | Third attack sequence, consists of five blows. Causes serious damage to strong opponents and increases chance of causing Bleeding. Significantly reduces target's armor. | **Twister** - special attack. Consists of four blows. Inflicts considerable damage and significantly raises parry efficiency. Doubles chance of causing Disarm. Uses up Endurance. | Final attack sequence, consists of four blows. Considerably increases hit and parry efficiency while doubling chance of causing Pain. |
| **Enhancements** | **Paralysis I** Modestly increases chance of causing Pain. | **Paralysis II** Moderately increases chance of causing Pain. | **Paralysis III** Considerably increases chance of causing Pain. | | |
| | **Hail of Blows I** Modestly increases damage inflicted on opponents. | **Hail of Blows II** Moderately increases damage inflicted on opponents. | **Hail of Blows III** Considerably increases damage inflicted on opponents. | | |
| | **Sever Sinews I** Modestly increases chance of causing Pain in heavily wounded opponents. | Sever Sinews II Moderately increases chance of causing Pain in heavily wounded opponents. | **Sever Sinews III** Significantly increases chance of causing Pain in heavily wounded opponents. | | |

| Group Steel | | | | | |
|---|---|---|---|---|---|
| **Basic Levels** | I → | II → | III → | IV → | V |
| | First attack sequence, consists of two blows. Causes limited damage to opponents swarming Geralt and modestly raises hit efficiency. | Second attack sequence, consists of five blows. Causes moderate damage to opponents swarming Geralt and moderately raises hit efficiency. | Third attack sequence, consists of five blows. Causes serious damage to opponents swarming Geralt and considerably increases hit efficiency. | **Executioner** - special attack. Consists of five blows. Inflicts significant damage on opponents. Uses up some Endurance. | Final attack sequence, consists of three blows. Causes very serious damage to opponents swarming Geralt. |
| **Enhancements** | **Precision I** Modestly increases chance of inflicting critical damage on opponents. | **Precision I** Moderately increases chance of inflicting critical damage on opponents. | **Precision III** Significantly increases chance of inflicting critical damage on opponents. | | |
| | **Spin I** Modestly increases damage inflicted on opponents. | **Spin II** Moderately increases damage inflicted on opponents. | **Spin III** Considerably increases damage inflicted on opponents. | | |
| | **Trip I** Modestly increases chance of causing Knockdown when Geralt is fighting at least three opponents at once. | **Trip II** Moderately increases chance of causing Knockdown when Geralt is fighting at least three opponents at once. | **Trip III** Significantly increases chance of causing Knockdown when Geralt is fighting at least three opponents at once. | | |

| Strong Silver | | | | | |
|---|---|---|---|---|---|
| **Basic Levels** | I → | II → | III → | IV → | V |
| | First attack sequence, consists of two blows. Causes limited damage to strong opponents. Reduces target's armor. | Second attack sequence, consists of four blows. Causes moderate damage to strong opponents and increases chance of causing Bleeding. Reduces target's armor. | Third attack sequence, consists of five blows. Causes serious damage to strong opponents and increases chance of causing Bleeding. Significantly reduces target's armor. | **Uppercut** - special attack. Consists of two blows. Causes severe damage and significantly reduces opponent's armor while doubling the chance of causing Knockdown. Uses up some Endurance. | Final attack sequence, consists of four blows. Causes overwhelming damage to strong opponents and increases chance of causing Bleeding. Severely reduces target's armor. |
| **Enhancements** | **Deep Cut I** Modestly increases chance of causing Bleeding. | **Deep Cut II** Increases chance of causing Bleeding. | **Deep Cut III** Significantly increases chance of causing Bleeding. | | |
| | **Mortal Blow I** Modestly increases damage inflicted on opponents. | **Mortal Blow II** Increases damage inflicted on opponents. | **Mortal Blow III** Significantly increases damage inflicted on opponents. | | |
| | **Patinado I** Modestly increases damage caused to opponents affected by Incineration. | **Patinado II** Increases damage caused to opponents affected by Incineration. | **Patinado III** Considerably increases damage caused to opponents affected by Incineration. | | |

| Fast Silver | | | | | |
|---|---|---|---|---|---|
| Basic Levels | I → | II → | III → | IV → | V |
| | First attack sequence, consists of two blows. Causes modest damage to fast and agile opponents. Modestly increases hit and dodge efficiency. | Second attack sequence, consists of five blows. Causes moderate damage to fast and agile opponents. Increases hit and dodge efficiency and chance of eliciting Pain. | Third attack sequence, consists of five blows. Causes considerable damage to fast and agile opponents. Significantly increases hit and dodge efficiency while raising the chance of eliciting Pain. | **Piercing Light** - special attack. Consists of three blows. Causes severe damage, significantly increases hit and dodge efficiency. Uses up some Endurance. | Final attack sequence, consists of five blows. Considerably increases hit and dodge efficiency while raising the chance of eliciting Pain. |
| Enhancements | **Crippling Pain I** Modestly increases chance of causing Pain. | **Crippling Pain II** Increases chance of causing Pain. | **Crippling Pain III** Considerably increases chance of causing Pain. | | |
| | **Flash Cuts I** Modestly increases damage inflicted on opponents. | **Flash Cuts II** Increases damage inflicted on opponents. | **Flash Cuts III** Considerably increases damage inflicted on opponents. | | |
| | **Sinister I** Modestly increases damage caused to opponents affected by Blindness. | **Sinister II** Increases damage caused to opponents affected by Blindness. | **Sinister III** Considerably increases damage caused to opponents affected by Blindness. | | |

| Group Silver | | | | | | |
|---|---|---|---|---|---|---|
| **Basic Levels** | I → | II → | III → | IV → | V | |
| | First attack sequence, consists of two blows. Causes limited damage to opponents swarming Geralt and modestly raises hit efficiency. | Second attack sequence, consists of four blows. Causes moderate damage to opponents swarming Geralt and increases hit efficiency. | Third attack sequence, consists of five blows. Causes considerable damage to opponents swarming Geralt and significantly increases hit efficiency. | **Torcher** - special attack. Consists of a single blow. Causes significant damage and increases chance of causing Incineration. Uses up some Endurance. | Final attack sequence, consists of six blows. Causes severe damage to opponents swarming Geralt. | |
| **Enhancements** | **Critical Hit I** Modestly increases chance of causing critical damage to opponents. | **Critical Hit II** Increases chance of causing critical damage to opponents. | **Critical Hit III** Considerably increases chance of causing critical damage to opponents. | | | |
| | **Tempest I** Modestly increases damage inflicted on opponents. | **Tempest II** Increases damage inflicted on opponents. | **Tempest III** Considerably increases damage inflicted on opponents. | | | |
| | **Knockdown I** Modestly increases chance of causing Knockdown when Geralt faces at least three foes. | **Knockdown II** Increases chance of causing Knockdown when Geralt faces at least three foes. | **Knockdown III** Considerably increases chance of causing Knockdown when Geralt faces at least three foes. | | | |

## Witcher's Magic

Though they are not warrior mages who employ powerful spells, witchers can cast simple magic spells that can prove effective when used properly. Witchers call these spells Signs and usually use them against monsters, though they also have non-combat applications.

### Signs

Witchers employ five Signs. These can be upgraded like any other character feature (see section 7, "Character Development").

**The Aard Sign** – A telekinetic thrust that repels and knocks down opponents. The Aard is ideal for combating foes who surround Geralt, but can also be used to destroy barriers and perform other physically arduous tasks.

**The Quen Sign** – A protective field that surrounds Geralt, rendering him temporarily untouchable. In combat, the Quen facilitates potion consumption and non-combat actions by protecting Geralt from his opponents' blows. Any offensive action terminates the Sign's effects.

**The Yrden Sign** – A magic trap cast on the ground or floor, the Yrden produces various effects in foes, including slowness, stupor, nausea and the like. The Sign can be enhanced to cause an increased number of effects simultaneously in a single target or to have a greater effective range against multiple targets.

**The Igni Sign** – Once enhanced, this pyrokinetic wave can be used to incinerate foes. In its basic form it is an effective weapon against opponents susceptible to flames and can also be used as a substitute for flint to ignite campfires.

**The Axii Sign** – A psychic wave that gives Geralt influence over others, the Axii can be used to charm, briefly stun or install panic and fear in foes. When highly enhanced, it can enchant opponents so effectively as to render them Geralt's temporary allies.

**Learning Signs**

In the course of play, you will encounter Places of Power – sites where Geralt may re-learn the Signs he once knew. Left-click on these sites to enter them. Geralt will emerge having learned one of the Signs. Places of Power corresponding to Signs which Geralt already knows will enhance those Signs temporarily.

**Sign Powerup**

Just as Geralt's sword sequences can feature special strikes, so Signs can be powered up. This ability must be acquired for each Sign at each level. To powerup Signs, right-click and hold (on an opponent in the case of offensive Signs) until the powerup bar is fully loaded. Release the mouse button at the most opportune moment to discharge the accumulated energy.

## Summary of Witcher Sign Enhancements

### The Aard Sign

| | | | | | |
|---|---|---|---|---|---|
| **Special Attacks** | **Student**<br>A telekinetic thrust causing Knockdown. Affects all enemies within a 180 degree angle in front of Geralt. | **Apprentice**<br>A telekinetic thrust of greater range and intensity. Causes Knockdown and affects all enemies within a 180 degree angle in front of Geralt. Requires Student level. | **Specialist**<br>A telekinetic thrust of greater range and intensity. Causes Knockdown and affects all enemies within a 270° angle in front of Geralt. Requires Apprentice level. | **Expert**<br>A telekinetic thrust of great range and intensity. Causes Knockdown and affects all enemies around Geralt, possessing an effective angle of 360 degrees. Requires Specialist level. | **Master**<br>A telekinetic thrust of vast range and intensity. Causes Knockdown and affects all enemies around Geralt, possessing an effective angle of 360 degrees. Requires Expert level. |
| **Basic Levels** | I<br>A telekinetic thrust of modest intensity, can cause Knockdown. Affects all enemies within a 90 degree angle in front of Geralt. The Intelligence attribute has a limited effect on its intensity. | II<br>A telekinetic thrust of medium intensity, can cause Knockdown. Affects all enemies within a 90 degree angle in front of Geralt. The Intelligence attribute has a limited effect on its intensity. | III<br>A telekinetic thrust of medium intensity, can cause Knockdown. Affects all enemies within a 90 degree angle in front of Geralt. The Intelligence attribute has a moderate effect on its intensity. | IV<br>A telekinetic thrust of medium intensity, can cause Knockdown. Affects all enemies within a 90 degree angle in front of Geralt. The Intelligence attribute has a significant effect on its intensity. | V<br>A telekinetic thrust of great intensity, can cause Knockdown. Affects all enemies within a 90 degree angle in front of Geralt. The Intelligence attribute has a very significant effect on its intensity. |
| **Enhancements** | **Stun**<br>Sign additionally causes Stun. | **Disarm**<br>Sign may additionally cause Disarm. | **Blast**<br>Increases chance of causing Knockdown when employing the special attack (Uppercut) in the Strong Silver style. | **Extended Duration**<br>Increases duration of effects caused by Sign. | **Gale**<br>Increases chance of causing Stun, Knockdown or Disarm. |
| | | **Gust**<br>Increases chance of causing Knockdown. | **Thunder**<br>Increases chance of causing Stun when Geralt possesses the Stun enhancement. | **Added Efficiency**<br>Reduces the Endurance cost for casting Sign. | |

## The Quen Sign

| | | | | | |
|---|---|---|---|---|---|
| **Special Attacks** | Student<br>Forms a protective field around Geralt, causing slight damage to assailants. | Apprentice<br>Forms a protective field around Geralt, causing modest damage to assailants. Requires Student level. | Specialist<br>Forms a protective field around Geralt, causing a moderate damage to assailants. Requires Apprentice level. | Expert<br>Forms a protective field around Geralt, causing significant damage to assailants. Requires Specialist level. | Master<br>Forms a protective field around Geralt, causing great damage to assailants. Requires Expert level. |
| **Basic Levels** | Forms a protective field with its own strength parameter, shielding Geralt from damage. | Forms a protective field with its own strength parameter, shielding Geralt from damage for a slightly extended time. Requires level 1 Intelligence. | Forms a protective field with its own strength parameter, shielding Geralt from damage. Requires level 2 Intelligence. | Forms a protective field with its own strength parameter, shielding Geralt from damage. Requires level 3 Intelligence. | Forms a protective field with its own strength parameter, shielding Geralt from damage. Requires level 4 Intelligence . |
| **Enhancements** | **Barrier I**<br>Sign additionally raises resistance to Incineration. | **Barrier II**<br>Sign additionally increases resistance to acid. | **Barrier III**<br>Sign additionally increases resistance to Knockdown and Stun. | **Survival Zone**<br>Accelerates regeneration of Vitality. | **Deflection**<br>Increases chance of causing Knockdown in assailants. |
| | | **fExtended Duration**<br>Slightly extends duration of protective field. | **Added Intensity**<br>Moderately increases damage caused to assailants. | **Added Efficiency**<br>Reduces Endurance cost of casting the Sign. | |

| The Yrden Sign | | | | | |
|---|---|---|---|---|---|
| **Special Attacks** | | | | | |
| | **Student**<br>Unleashes a wave causing Pain on a small area around Geralt. | **Apprentice**<br>Unleashes a wave causing Pain on an area around Geralt. Requires Student level. | **Specialist**<br>Unleashes a wave causing Pain on a medium-sized area around Geralt. Requires Apprentice level. | **Expert**<br>Unleashes a wave causing Pain on a greater area around Geralt. Requires Specialist level. | **Master**<br>Unleashes a wave causing Pain on a very large area around Geralt. Requires Expert level. |
| **Basic Levels** | | | | | |
| | Forms a magic trap at ground level, triggering Pain in foes who walk into it. Discharged twice – either on one or two separate targets. | Forms a magic trap at ground level, triggering Pain in foes who walk into it. Discharged four times. Requires level 1 Intelligence. | Forms a magic trap at ground level, triggering Pain in foes who walk into it. Discharged six times. Requires level 2 Intelligence. | Forms a magic trap at ground level, triggering Pain in foes who walk into it. Discharged eight times. Requires level 3 Intelligence. | Forms a magic trap at ground level, triggering Pain in foes who walk into it. Discharged ten times. Requires level 4 Intelligence. |
| **Enhancements** | | | | | |
| | **Pain Sign**<br>Increases chance of causing Pain. | **Prowess**<br>Doubles duration of Sign. | **Stupor Sign**<br>Reduces target's ability to hit and dodge Geralt's attacks. | **Blinding Sign**<br>Increases chance of inflicting Blinding on target. | **Circle of Death**<br>Increases damage inflicted on all foes within Sign's effective area. |
| | | **Inscriptions**<br>Increases number of discharges by five. | **Crippling Sign**<br>Increases chance of Poisoning target. | **Added Efficiency**<br>Reduces Endurance cost of casting the Sign. | |

## The Igni Sign

| | | | | | |
|---|---|---|---|---|---|
| **Special Attacks** | **Student**<br>Fireball causing damage to target and nearby foes upon impact. Short range. | **Apprentice**<br>Fireball causing damage to target and nearby foes upon impact. Modest range. Requires Student level. | **Specialist**<br>Fireball causing damage to target and nearby foes upon impact. Moderate range. Requires Apprentice level. | **Expert**<br>Fireball causing damage to target and nearby foes upon impact. Significant range. Requires Specialist level. | **Master**<br>Fireball causing damage to target and nearby foes upon impact. Long range. Requires Expert level. |
| **Basic Levels** | I<br>Fireball that can cause Incineration in target and inflicts slight damage on nearby foes. Damages foes within a 45 degree angle in front of Geralt. | II<br>Fireball that can cause Incineration in target and inflicts damage on nearby foes. Damages all foes within a 135 degree angle in front of Geralt. Requires level 1 Intelligence. | III<br>Fireball that can cause Incineration in target and inflicts moderate damage on nearby foes. Damages all foes within a 225 degree angle around Geralt. Requires level 2 Intelligence. | IV<br>Fireball that can cause Incineration in target and inflicts greater damage on nearby foes. Damages all foes within a 315 degree angle around Geralt. Requires level 3 Intelligence. | V<br>Fireball that can cause Incineration in the target and inflicts significant damage on nearby foes. Damages all foes around Geralt. Requires level 4 Intelligence. |
| **Enhancements** | **Harm's Way I**<br>Slightly increases damage inflicted by Sign. | **Harm's Way II**<br>Modestly increases damage inflicted by Sign. | **Burning Blade**<br>Increases chance of causing Incineration in target when Geralt employs the special attack (Torcher) in the Group Silver style. | **Inferno**<br>Increases chance of causing Pain in target. | **Extended Duration**<br>Lengthens duration of Incineration and Fear effects. |
| | | **Incineration**<br>Increases chance of causing Incineration in target. | **Wall of Fire**<br>Increases chance of causing Fear in opponents. | **Added Efficiency**<br>Lowers the Endurance cost for casting the Sign. | |

## The Axii Sign

| | | | | | |
|---|---|---|---|---|---|
| **Special Attacks** | **Student**<br>Limited area wave providing chance of triggering Fear in nearby foes. Those affected cannot perform any actions throughout effect's duration. | **Apprentice**<br>Small area wave providing chance of triggering Fear in nearby foes. Those affected cannot perform any actions throughout effect's duration. Requires Student level. | **Specialist**<br>Moderate area wave providing chance of triggering Fear in nearby foes. Those affected cannot perform any actions throughout duration. Requires Apprentice level. | **Expert**<br>Significant area wave providing chance of triggering Fear in nearby foes. Those affected cannot perform any actions throughout duration. Requires Specialist level. | **Master**<br>Vast area wave providing chance of triggering Fear in nearby foes. Those affected cannot perform any actions throughout duration. Requires Expert level. |
| **Basic Levels** | I<br>Mental wave providing chance of triggering Hex effect in opponents. Throughout duration, target becomes Geralt's ally and attacks his foes. Short range. | II<br>Mental wave providing chance of triggering Hex effect in opponents. Throughout duration, target becomes Geralt's ally and attacks his foes. Modest range. Requires level 1 Intelligence. | III<br>Mental wave providing chance of triggering Hex effect in opponents. Throughout duration, target becomes Geralt's ally and attacks his enemies. Moderate range. Requires level 2 Intelligence. | IV<br>Mental wave providing chance of triggering Hex effect in opponents. Throughout effect's duration, target becomes Geralt's ally and attacks his foes. Long range. Requires level 3 Intelligence . | V<br>Mental wave providing a chance of triggering Hex effect in opponents. Throughout duration, target becomes Geralt's ally and attacks his foes. Vast range. Requires level 4 Intelligence . |
| **Enhancements** | **Spell**<br>Increases chance of triggering Hex in target. | **Hypnosis**<br>Increases chance of triggering Hex in target. | **Beguile**<br>Increases chance of triggering Blindness in target when Geralt executes special attack (Piercing Light) in Fast Silver style. | **Terror**<br>Increases chance of triggering Fear in targets. | **Ally**<br>Geralt acquires ability to turn two foes into allies. |
| | | **Extended Duration I**<br>Prolongs duration of Sign's effect. | **Extended Duration II**<br>Significantly prolongs duration of Sign's effect. | **Added Efficiency**<br>Reduces Endurance cost for casting Sign. | |

### Potions, Oils and Bombs in Combat

Alchemical mixtures used in combat can swing battles in your favor. Potions improve Geralt's combat abilities, making him faster, more resistant to damage and more deadly when attacking. Oils, particularly those designed for specific foes, render weapons more deadly. Bombs allow Geralt to attack multiple foes simultaneously and thus facilitate battle control.

# Character Development

In the course of play, Geralt evolves as he gains experience and meets new challenges. This chapter describes Geralt's development, the means by which he acquires new abilities and enhances those he already possesses.

## Experience

Geralt gains experience each time he defeats a foe, solves a mystery, discovers a concealed object or place, or completes a task entrusted to him. This character feature is represented by Experience Points (EP). Each time you gather the required number of points, you gain a new Experience Level reflected in a rank and level between 1 and 10. When the adventure begins, Geralt has mysteriously reappeared, but without his memory and many of the skills and abilities he previously possessed. Thus, you begin the game at level 0. Training and adventures assist Geralt to recall knowledge and combat moves he learned long ago. When you achieve Experience Level 1, Geralt acquires his first witcher rank. He advances to the next upon completing all ten levels. This continues until he achieves the ultimate and most advanced witcher rank (see the table at the end of this chapter).

## Talents

With each Experience Level you gain, you receive a specific number of Talents. These allow you to enhance character features and acquire new abilities. The three types of Talents are Bronze, Silver and Gold.

**Bronze Talents** – available in initial game stages, Bronze Talents can be used to develop the two initial levels of character features, which involves acquiring basic skill and ability enhancements.

**Silver Talents** – available during subsequent game stages, Silver Talents enable further development of character features at levels 3 and 4, which offer advanced skill and ability enhancements.

**Gold Talents** – available during the latter stages of the game, Gold Talents serve to develop level 5 character features that encompass truly powerful skill and ability enhancements.

Additional Talents can be gained from strong alchemical mixtures called mutagens (see Chapter 8, "Alchemy"). Talents acquired in this manner depend on mutagen strength.

**Note! The number of Talents available in the course of play is limited. You will not be able to acquire all available enhancements using Talents, so choose them carefully to match your preferences and individual playing style.**

## Attributes

Geralt is described through a series of attributes. These are:

**Strength** – represents Geralt's physical strength. This attribute affects striking power in sword combat and fistfights, resistance to damage during combat, the effects of critical blows, and the speed at which Geralt recovers. Development of the Strong Style past level 2 must be preceded by a proportionate advance in Strength.

**Dexterity** – describes Geralt's precision and coordination in motion. This attribute affects hit, dodge, and parry efficiency. Development of the Fast Style past level 2 must be preceded by a proportionate advance in Dexterity.

**Stamina** – describes Geralt's mental and physical state and his resistance to fatigue. Stamina affects the Endurance cost of casting Signs and executing special blows during sword combat and fistfights, the Endurance regeneration rate, Geralt's tolerance for the toxins contained in potions, and his resistance to the Pain, Poison and Incineration effects (see section 11.5, "Special Opponent Abilities"). Development of the Group Style past level 2 must be preceded by a proportionate advance in Stamina.

**Intelligence** – describes Geralt's mental acumen and his ability to acquire and retain knowledge. Intelligence affects Geralt's capacity to learn skills (e.g. potion brewing) and to absorb knowledge (about creatures, plants, or the methods of preparing components specified in potion formulae). Intelligence also influences the intensity of Signs and the effort required to cast them, as well as Geralt's vulnerability to attacks directed at his mind. Development of Signs past level 2 must be preceded by a proportionate advance in Intelligence.

## Abilities and Skills

Geralt's attributes and his knowledge of witcher combat styles and Signs can be enhanced with abilities and skills that shape Geralt as a character. In the ability tree, each branch determines the level of a given attribute (e.g. level 1 Strength), which can then be enhanced with additional abilities and skills.

**Attribute**-related abilities are usually special skills that affect gameplay. Examples include knowledge about the preparation of herbs for use in potions and additional combat expertise. They may also consist of capacities activated under specific conditions, like added Sign intensity when Geralt is low on energy.

**Combat style**-related abilities affect damage dealt to foes, infliction of effects like Bleeding or Pain, and might also activate additional character capacities under specific circumstances, like increased damage to opponents when Geralt is critically wounded.

**Sign**-related abilities affect specific Sign characteristics. Depending on the nature of a Sign, they may extend range and intensity, generate additional effects, or reduce the Endurance cost for casting a given Sign.

## Acquiring Enhancements

When you acquire new Talents, you can choose to enhance Geralt's character features. Abilities linked to attributes, combat styles and Signs correspond in color to the Talents that must be spent to obtain them. Ability levels must be gained sequentially and only those that have been gained can be enhanced.

To develop a character feature, go into Meditation Mode (rent a room in an inn, click the Rest/Meditation icon in a dialog or click on a lit campfire). Activate the Hero Panel and left-click on the ability or skill you wish to add. Acquired skills and abilities are color-coded according to the character attribute they modify.

# Summary of Abilities and Skills

**Note! All attribute-related enhancements are cumulative.**

| | Strength | | | | |
|---|---|---|---|---|---|
| **Basic Levels** | I → | II → | III → | IV → | V |
| | Modestly increases damage inflicted, parry efficiency, Vitality and resistance to Bleeding and Knockdown. | Modestly increases damage inflicted, parry efficiency, Vitality and resistance to Bleeding and Knockdown. | Moderately increases damage inflicted, parry efficiency, Vitality and resistance to Bleeding and Knockdown. Enables development of level 4 Strong Styles. | Moderately increases damage inflicted, parry efficiency, Vitality and resistance to Bleeding and Knockdown. Enables development of level 5 Strong Styles. | Significantly increases damage inflicted, parry efficiency, Vitality and resistance to Bleeding and Knockdown. |
| **Enhancements** | **Buzz** Significantly increases damage inflicted and resistance to Pain when Geralt is under the influence of alcohol. | **Position** Modestly increases parry efficiency. | **Vigor** Increases maximum Vitality level. | **Resistance** to Bleeding Significantly increases resistance to Bleeding. | **Wound Resistance** Significantly increases Geralt's resistance to wounds. |
| | **True Grit** Increases damage inflicted on foes when Geralt is heavily wounded. Drink a mutagenic potion to activate this ability. | **Regeneration** Accelerates regeneration of Vitality. | **Knockdown** Resistance Increases Geralt's resistance to Knockdown. | **Stone Skin** Increases Geralt's overall armor rating. | **Added Vitality** Significantly increases Geralt's maximum Vitality level. |
| | | **Brawl** Enables powerup and special blows in fist fights. | **Survival Instinct** Increases damage inflicted on foes when Geralt is affected by Bleeding. | **Aggression** Moderately increases damage inflicted on foes. | |

| | Dexterity | | | | |
|---|---|---|---|---|---|
| **Basic Levels** | I → | II → | III → | IV → | V |
| | Modestly increases hit and dodge efficiency, raises resistance to Blinding and Incineration. | Modestly increases hit and dodge efficiency, raises resistance to Blinding and Incineration. | Moderately increases hit, dodge and parry efficiency, raises resistance to Blinding and Incineration. Enables development of level 4 Fast Styles. | Moderately increases hit, dodge and parry efficiency, raises resistance to Blinding and Incineration. Enables development of level 5 Fast Styles. | Significantly increases hit, dodge and parry efficiency, raises resistance to Blinding and Incineration. |
| **Enhancements** | **Flaying** Allows Geralt to obtain alchemical ingredients from monsters he defeats provided he possesses knowledge of them. Skill acquired automatically in the course of play. | **Deflect Arrows** Allows Geralt to deflect arrows and bolts provided he is facing in the direction from which they approach. | **Resistance to Blinding** Significantly increases resistance to Blinding. | **Finesse** Increases chance of triggering Pain while using the Fast Style. | **Vigilance** Significantly increases dodge efficiency when Geralt is attacked from behind. |
| | **Predator** Significantly increases hit and dodge efficiency at night. Drink a mutagenic potion to activate this ability. | **Foil** Increases parry efficiency. | **Agility** Considerably increases dodge efficiency. | **Feint** Considerably increases hit efficiency. | **Precision** Increases chance of inflicting critical damage while using the Group Style. |
| | | **Fist Fight** Affords access to full array of blows during fist fights. | **Limit Incineration** Facilitates interruption of Incineration. | **Incineration** Resistance Considerably increases resistance to Incineration. | |

| Stamina | | | | | |
|---|---|---|---|---|---|
| **Basic Levels** | I → | II → | III → | IV → | V |
| | Modestly increases Endurance, accelerates its regeneration, raises resistance to Poisoning, Pain and Stun. | Modestly increases Endurance, accelerates its regeneration, raises resistance to Poisoning, Pain and Stun. | Moderately increases Endurance, accelerates its regeneration, raises resistance to Poisoning, Pain and Stun. Enables development of level 4 Group Styles. | Moderately increases Endurance, accelerates its regeneration, raises resistance to Poisoning, Pain and Stun. Enables development of level 5 Group Styles. | Significantly increases Endurance, accelerates its regeneration, raises resistance to Poisoning, Pain and Stun. |
| **Enhancements** | **Heavyweight** Reduces interval of inebriation by half. | **Absorption** Allows Geralt to draw from Places of Power twice daily. | **Endurance Regeneration** Considerably accelerates Endurance regeneration rate. | **Stun Resistance** Increases resistance to Stun. | **Potion Tolerance** Increases tolerance to potions. |
| | **Mutation** Enables raw consumption of selected alchemical ingredients to restore Vitality. Drink a mutagenic potion to activate this ability. | **Poison Resistance** Increases resistance to Poisoning. | **Pain Resistance** Considerably increases resistance to Pain. | **Brawn** Reduces Endurance cost of executing blows. | **Added Endurance** Raises maximum Endurance. Requires Endurance Regeneration. |
| | | **Altered Metabolism** Triples regeneration of Vitality when Geralt suffers from Poisoning. | **Revive** Considerably reduces duration of Stun. | **Altered Metabolism** Increases hit and dodge efficiency, provides immunity to Pain and Poisoning, raises resistance to Bleeding. Activated when Geralt suffers from excess Toxicity. | |

| | Intelligence | | | | |
|---|---|---|---|---|---|
| **Basic Levels** | I → | II → | III → | IV → | V |
| | Modestly increases base Sign intensity. Enables development of level 2 Signs. | Modestly increases base Sign intensity. Enables development of level 3 Signs. | Moderately increases base Sign intensity. Enables development of level 4 Signs. | Moderately increases base Sign intensity. Enables development of level 5 Signs. | Significantly increases base Sign intensity. |
| **Enhancements** | **Potion Brewing** Allows Geralt to produce alchemical potions based on formulae. Ability acquired automatically during course of play. | **Herbalism** Allows Geralt to identify herb plants and harvest alchemical ingredients. | **Knowledge of the Cleansing Ritual** Allows Geralt to perform the Cleansing Ritual in Places of Power, freeing his body of all toxins, poisons and damaging agents. | **Focus** Extends duration of Sign effects. | **Mental Endurance** Reduces Endurance cost of casting Signs. |
| | **Rising Moon** Doubles Sign intensity during moonrises. Drink a mutagenic potion to activate this ability. | **Monster Lore** Allows Geralt to recall information about common types of monsters. | **Ingredient Extraction** Allows Geralt to extract greater amounts of ingredients from plants and monster carcasses. Requires Herbalism and Flaying. | **Knowledge of the Life Ritual** Allows Geralt to perform the Life Ritual in Places of Power, activates temporarily accelerated regeneration of Vitality. | **Intensity** Considerably increases Sign intensity. |
| | | **Oil Preparation** Allows Geralt to produce blade coatings based on formulae. Requires Potion Brewing. | **Bomb Preparation** Allows Geralt to produce bombs based on formulae. Requires Oil Preparation. | **Added Intensity** Increases Sign intensity when Geralt's Endurance is low. | |

# Alchemy

The art of preparing alchemical concoctions is an inseparable part of the witchers' profession. As such, it is assigned the same importance as sword fighting and Sign skills. Alchemical knowledge, or lack thereof, can mean the difference between life and death when it comes to confronting monsters. Familiarity with appropriate formulae, ingredients and substances enables witchers to increase their tolerance for pain, develop antivenins, amplify sense perceptions, decrease reaction times, augment their strength, accelerate blood clotting and physical regeneration, and assure mental focus and physical agility in situations where normal human beings would freeze with fear.

## Types of Alchemical Mixtures

Alchemy in The Witcher is subdivided into three areas.

**Potion Brewing** – various alcohols that can include spirits and herb infusions serve as the base for these liquid mixtures. Some potions require ingredients extracted from exceptionally mighty and rare creatures. Called mutagens, these brings about irreversible changes in Geralt's organism, unlocking new abilities or accelerating overall development.

**Oil Preparation** – animal fat, such as that of geese, serves as the base for these oils. Applying these greasy substances to sword blades produces a variety of effects useful in battle that depend on the ingredients used. Oils are made with specific adversaries in mind, vampires, ghouls and specters being among them.

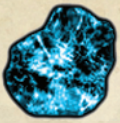
**Bomb Production** – bombs are a side effect of the experiments of mad Zerrikanian alchemist-mages, and while not really a witcher concept, Geralt is capable of learning how to produce them and thus surprising many a foe. Bombs can instill panic among your enemies, poison them or render them flammable. Black powder is used as the base for these mixtures, and when used, they produce an area effect around Geralt.

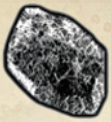
## Acquiring Formulae

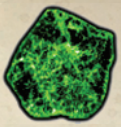
During your adventures, you will encounter and study a variety of different alchemical formulae. You can learn them by talking to other characters or from alchemy books you find or buy. If you acquire a tome containing alchemical information (the object's panel will inform you of this), right-click on the book to learn the formulae. From then on, the formulae will be available in the Alchemy Panel.

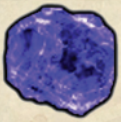
## Ingredients and Components

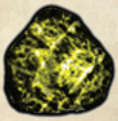
Alchemical potions are made from six basic substances found in various herbs, minerals, and the body parts of slain monsters. These substances are:

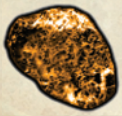

*Vitriol*


*Hydragenum*


*Rebis*


*Aether*


*Quberith*


*Vermillon*

Ingredients may, but need not, contain one of three additional substances: Albedo, Nigredo, and Rubedo. If all the ingredients used to create a potion contain the same additional substance, the resulting potion will provide both a basic and a bonus effect.

**Albedo potions** – these are characterized by reduced toxicity. Additionally, a potion taken immediately after an Albedo potion is consumed, also has reduced toxicity.

**Nigredo potions** – affecting Geralt's physical coordination and mental focus, these increase the chance of hitting opponents.

**Rubedo potions** – in addition to their basic effect, these also regenerate Geralt's Vitality.

**Note! Geralt must acquire the Herbalism skill and herb knowledge from tomes called herbariums to be capable of finding and harvesting specific herb ingredients.**

## Mixture Composition

To create a mixture based on a formula Geralt has learned, activate Meditation Mode and go to the Alchemy Panel. A list of available formulae will appear on the left along with icons indicating the formula type and the required ingredients. The alchemy table is located at the center of the panel. The Inventory can be seen on the right. Potions are most easily made by left-clicking the formula you would like to use. Formulae for which you possess all required substances and ingredients are highlighted. Those you cannot mix are not clickable. Left-click on a formula to automatically place the required ingredients on the alchemy table. The base will appear in the required slot while ingredients will be displayed around it. Click the MIX icon just below the alchemy table to prepare the mixture. You can create as many units of a mixture as you require, provided you have sufficient ingredients.

**Note! Potion formulae detail required substances rather than specific ingredients. To mix mutagenic potions, you will need basic substances, a base, as well as the unique ingredient mentioned in the formula.**

## Experimenting

You can try brewing alchemical mixtures without knowing the required formulae. Feel free to experiment by creating your own potions, oils, and bombs. Place an alchemical base and a set of ingredients in the relevant slots on the table, then click MIX to create a concoction. The only way to learn what you created is to test it on yourself and see what effects it produces. Mixtures generating beneficial effects will automatically be recorded in the formula list for future use. There is always the chance, however, that your mixture will only have a detrimental effect.

## Potion Side Effects

Witchers' potions are essentially potent poisons to which the witchers have acquired a certain tolerance. Nevertheless, potions contain toxins that increase body toxicity when consumed. This may produce unintended side effects or even cause death in the case of an overdose. When using potions, make sure to monitor Geralt's Toxicity. Side effects will appear when Toxicity exceeds the halfway mark and then increase in intensity as toxins are added. In the case of serious poisoning, red spots will appear on screen and become more intense as Geralt approaches maximum poison tolerance.

To reduce Geralt's Toxicity, drink the White Honey potion, rest for several hours, or perform the Purification Ritual in a Place of Power.

# Potions and Mixtures Summary

## Potions

Blizzard
**Effect:** one of the most potent mixtures, drastically reduces Geralt's reaction time, improving his reflexes and accelerating movement.
**Duration:** short
**Toxicity:** medium

*This potion is used most often right before battle.*

Black Blood
**Effect:** deadly to monsters that consume the blood of a witcher who has imbibed it.
**Duration:** long
**Toxicity:** high

*Witchers use the potion unwillingly and sparingly as it works only when they let a monster eat away at their flesh and drink their tainted blood.*

Swallow
**Effect:** accelerates the regeneration of Vitality.
**Duration:** short
**Toxicity:** medium

*There is no more striking bird than the swallow – a harbinger of spring and new life. Even the renegade mages who developed this formula showed their admiration for the bird by naming this rejuvenating potion after it.*

Bindweed
**Effect:** renders those who consume it immune to acid.
**Duration:** long
**Toxicity:** medium

*Witchers often call this potion the "swamp elixir" as most acid-wielding monsters can be found there.*

Full Moon
**Effect:** significantly raises maximum Vitality.
**Duration:** long
**Toxicity:** high

*A universal potion, witchers usually drink it before going into battle if they do not know exactly what foes they will face. High toxicity is the downside.*

Thunderbolt
**Effect:** significantly increases damage inflicted on opponents while lowering the user's defenses.
**Duration:** long
**Toxicity:** high

*This potion triggers a battle trance, increasing the accuracy and strength of attacks at the cost of lowering defenses.*

Willow
**Effect:** increases Geralt's resistance to the Stun and Knockdown effects.
**Duration:** long
**Toxicity:** high

*The potion improves movement and coordination while increasing resistance to damage. It is best applied when facing opponents capable of producing the Stun and Knockdown effects.*

De Vries' Decoction
**Effect:** allows Geralt to detect living creatures even if they cannot be seen.
**Duration:** short
**Toxicity:** medium

*The discovery of this potion is attributed to the sorceress Tissai de Vries. It allows witchers to detect adversaries, even when they are concealed behind physical obstacles such as walls.*

White Honey
**Effect:** reduces toxicity to zero and cancels the effects of any potions taken beforehand.
**Duration:** instantaneous effect
**Toxicity:** none

*The potion triggers the production of cleansing enzymes in the Witcher's mutated organism. The body is freed of all Toxicity, yet all the beneficial effects of previously imbibed potions are canceled as well. White Honey has no effect on poisons and venoms present in the body.*

Kiss
**Effect:** increases resistance to Bleeding and immediately clots any hemorrhaging.
**Duration:** long
**Toxicity:** medium

*Used when fighting monsters that inflict hemorrhaging wounds.*

Wolf
**Effect:** increases concentration, improves coordination and raises the chance of landing a critical hit.
**Duration:** long
**Toxicity:** medium

*Witchers who use the Group Style often are especially fond of the Wolf.*

Shrike
**Effect:** adversaries striking a witcher who has consumed this potion experience a shot of pain when making contact.
**Duration:** long
**Toxicity:** high

*The Shrike is also known as the Vengeance Potion.*

Fisstech
**Effect:** has no positive effects; conversely, stuns, dazes and ultimately causes loss of consciousness.
**Duration:** long
**Toxicity:** none

*Fisstech is a popular narcotic among Temeria's golden youth and criminal community.*

Cat
**Effect:** provides night vision.
**Duration:** long
**Toxicity:** low

*The Cat is allegedly the first-ever potion made especially for witchers. The mixture temporarily modifies the pupil of the eye and amplifies reception of any available light.*

Petri's Philter
**Effect:** amplifies the power of all witcher Signs.
**Duration:** long
**Toxicity:** very high

*The mage named Petri made amplifying his magical powers his life's work and succeeded in the process in creating a number of interesting potions One of them is Petri's Philter, which is often used by witchers with superior magical abilities.*

Wolverine
**Effect:** increases damage inflicted, but only when Geralt's Vitality drops below the halfway mark.
**Duration:** long
**Toxicity:** high

*The Wolverine unleashes all the hidden battle potential of the Witcher's mutated organism. It is most often used when a witcher decides to forgo using Signs during a skirmish.*

White Raffard's Decoction
**Effect:** restores most of any lost Vitality immediately after being consumed.
**Duration:** instantaneous effect
**Toxicity:** high

*White Raffard, a mage of the olden days, developed this potion for the warriors who were then conquering the world for the human race.*

Maribor Forest
**Effect:** significantly increases maximum Endurance. Used mainly by witchers specializing in the use of Signs.
**Duration:** long
**Toxicity:** medium

*Legend has it that this potion was brewed by the dryads of Brokilon. The formula eventually reached Kaer Morhen, where the witchers began producing it, having slightly modified its composition.*

Golden Oriole
**Effect:** increases the body's tolerance for poison while canceling the effects of any poisons already present in the bloodstream.
**Duration:** long
**Toxicity:** medium

*Before engaging in a skirmish with a poisonous creature like the basilisk, witchers consume the Golden Oriole, which triggers poison-neutralizing enzymes.*

White Gull
**Effect:** a magical potion that doubles as a base for other potions, accommodating five ingredients before it reaches full saturation.
**Duration:** long
**Toxicity:** medium

*A mild hallucinogen, the White Gull is used by witchers to make the long winter nights at their stronghold more … stimulating.*

Wives' Tears
**Effect:** immediately rids the body of any negative effects of alcoholic intoxication, leaving the drinker completely sober and hangover-free.
**Duration:** instantaneous effect
**Toxicity:** low

*Village witches sell this brew to women whose husbands tend to visit local inns too often.*

Tawny Owl
**Effect:** accelerates the rate of Endurance regeneration.
**Duration:** long
**Toxicity:** medium

*The potion is especially useful when a witcher needs to watch over the victim of a curse or prepare for a lengthy battle.*

Perfume
**Effect:** beautifully scented, constitutes a gift certain to be cherished by most women.
**Duration:** long
**Toxicity:** low

*Legend has it this potion was developed by an alchemist whose wife complained constantly that nothing practical ever came of his work. The formula enables the creation of instant perfume from practically any ingredients. Needless to say, the alchemist's wife was satisfied.*

Frightener's Vision
**Effect:** gives Geralt a Bronze Talent, which can be used to acquire enhancements.
**Duration:** instantaneous effect
**Toxicity:** none

*This potion, made from a frightener's eye, advances mutation, improving the Witcher's unique organism even further.*

Golem's Pith
**Effect:** enables the acquisition of Intelligence enhancements that increase the intensity of witcher Signs, though only while the moon rises.
**Duration:** instantaneous effect
**Toxicity:** none

*Using the complex magic enclosed in the solid block of stone that is a golem's heart, renegade mages acquired the secrets of potions temporarily furthering the mutation of witchers' brains.*

Dagon Sap
**Effect:** enables the acquisition of Strength enhancements that significantly increase damage inflicted on opponents when Geralt himself is wounded.
**Duration:** instantaneous effect
**Toxicity:** none

*Ancient notes state that the potion requires the mucus of a mythical creature known as Dagon.*

Kikimore's Ire
**Effect:** enables the acquisition of Stamina enhancements that allow Geralt to consume raw monster parts that restore Vitality but also increase Toxicity.
**Duration:** instantaneous effect
**Toxicity:** none

*The specific nature of the kikimore's nervous system inspired renegade mages to develop this mutagen. The potion affects Geralt's stomach, forcing his mutated organism to produce modified digestive enzymes.*

Striga's Urge
**Effect:** adds a Bronze and a Silver Talent, which can be used to acquire enhancements.
**Duration:** instantaneous effect
**Toxicity:** none

*A heart of a striga mixed with common ingredients produces this potion capable of making the Witcher even more deadly.*

Hellhound's Soul
**Effect:** adds one Silver Talent, which can be used to acquire enhancements.

**Duration:** instantaneous effect
**Toxicity:** none

*The witchers are skilled enough to extract delicate organs from creatures a unique as the Hellhound.*

Werewolf's Wrath
**Effect:** enables the acquisition of Dexterity enhancements that stir Geralt's hunting instincts and improve his nocturnal fighting abilities.
**Duration:** instantaneous effect
**Toxicity:** none

*The ancients discovered that the fur of a werewolf can increase predatory instincts. Some have argued that this potion gives witchers an unnatural animal edge.*

Koshchey's Core
**Effect:** adds one Gold Talent, which can be used to acquire enhancements.
**Duration:** instantaneous effect
**Toxicity:** none

*The koschey's heart is a legendary alchemical ingredient used to brew potions that further the mutation brought about by the Trial of the Grasses.*

Zeugl Vigor
**Effect:** adds a Silver and a Gold Talent, which can be used to acquire enhancements.
**Duration:** instantaneous effect
**Toxicity:** none

*One of the most potent mutagenic potions is made from the venom of zeugls, monstrous beasts usually be found in sewers and waste dumps.*

## Oils

Hanged Man's Venom
**Effect:** enters the victim's bloodstream and poisons him. This blade coating is useless against monsters whose physiology differs from that of humans.
**Duration:** long

*Preparing to deal a mortal blow, an assassin concocts Hanged Man's Venom – the poison of poisons. Even if the strike misses the heart, the victim will not cheat death for long.*

Argentia
**Effect:** used on silver swords to increase the damage they inflict. Applied to a steel sword, Argentia reduces the blade's parameters.
**Duration:** long

*A silver sword means death to most monsters, yet the most powerful beasts endure its deadly slash. Argentia augments the power of silver blades.*

Crinfrid Oil
**Effect:** once it enters the bloodstream, victims experience throbbing pain. Creatures that do not feel pain are immune to this oil.
**Duration:** long

*The formula for this oil comes from the city of Crinfrid, where it is notoriously used by shadier members of the local community.*

Brown Oil
**Effect:** increases blood loss from a wound, ultimately causing death. Creatures lacking a circulatory system are immune to this oil.
**Duration:** long

*Curse the name of the enemy known as the Lionheaded Spider and coat your blade with this oil. The wounded target will bleed to death from even the lightest of wounds.*

Ornithosaur Oil
**Effect:** increases damage inflicted on ornithosaurs.
**Duration:** long

*This oil is sometimes called "Basiliskbane," as it is lethal to all reptilians, even the notorious basilisk.*

Vampire Oil
**Effect:** increases damage inflicted on vampires.
**Duration:** long

*He who wants to slay a vampire but has no virgin's tears or holy garlic should prepare Vampire Oil. Fleders and bruxae are particularly susceptible to its effects.*

Necrophage Oil
**Effect:** increases damage inflicted on necrophages and other cemetery monsters.
**Duration:** long

*While corpse eaters have grown accustomed to poisonous gases, this oil, applied to a sword blade, will gravely hurt even the most seasoned ghoul or graveir.*

Insectoid Oil
**Effect:** increases damage inflicted on monsters with an insect-like physiology.
**Duration:** long

*Giant insectoids, such as the kikimore, can only be slain by witchers coating their blade with this oil.*

Specter Oil
**Effect:** increases damage dealt to wraiths and other specters.
**Duration:** long

*A mystic veil separates the world of the dead from that of the living, and those who inhabit the world of the dead can transcend it. Witchers who expect to face a specter coat their swords with this mixture.*

## Bombs

Dragon's Dream
**Effect:** when detonated, releases a flammable cloud that will wound all in its range when set alight.
**Duration:** instantaneous effect

*The Zerrikanians worship dragons, which explains the name of this Zerrikanian mixture. He who breaks this jug will bring upon his target the Dragon's Dream.*

Samum
**Effect:** stuns creatures within the bomb's range, as long as they are not immune to the Stun effect.
**Duration:** instantaneous effect

*The Zerrikanian mages are powerful enough to enclose hot desert storms in small glass jugs. He who breaks the jug's seal risks the savage fury of its contents.*

Zerrikanian Sun
**Effect:** blinds nearby enemies.
**Duration:** instantaneous effect

*Zerrikanian assassins use this bomb to blind any potential pursuers after a successful assassination. They are trained to close their eyes at the moment they detonate the bomb.*

Devil's Puffball
**Effect:** poisons nearby enemies. May have no effect on creatures resistant to poison.
**Duration:** instantaneous effect

*Zerrikanian alchemists developed the formula for this bomb. Traders, brought it to the Northern Kingdoms, where it was adopted by witchers.*

King and Queen
**Effect:** magically instills fear in the hearts of nearby enemies.
**Duration:** instantaneous effect

*Upon detonation, the jug's alchemical contents magically instill fear in the hearts and minds of nearby enemies.*

# Inventory

During your adventures you will pick up various items you can either place in Geralt's satchel or attach to his belt. Specific weapon types are assigned to specific weapon slots, with the number of weapon slots contingent upon the type of armor Geralt wears. Slots corresponding to Geralt's satchel are distributed down the right side of the screen. These can be used to hold all manner of smaller items. The satchel is divided into two compartments: the top one, intended for quest-related items, has an unlimited capacity, while the capacity of the lower compartment, used to store all other items, is limited. Your current funds in orens, the Temerian currency, are displayed in the area above the satchel.

Click and drag items to transfer them between compartments and slots. To distribute multiples of a single item between several slots, hold down the CTRL key while dragging the item. Multiples of items dispersed within the satchel can be grouped in the same manner.

If your satchel is full and you need to make room for new items, choose an item and drag it to the DROP ITEM icon located below the satchel. Items can also be stored with innkeepers and other characters using the "Storage" gameplay dialog.

## Enhancing Swords and Armor

Geralt is not limited to the weapons and armor he possesses at the start of the game. As you adventure, you will find new swords and armor. You can also enhance Geralt's swords with items you find in the game world. These items include meteorite, used to re-forge steel swords, and rune stones, which can be used to enhance Geralt's silver sword. Any three pieces of meteorite are required to re-forge your steel sword; any three rune stones suffice to re-forge your silver sword. Components can be combined in different ways to achieve various effects.

## Common Items

**Flint** – used to ignite fires if Geralt has not yet learned the Igni Sign or if he cannot use this Sign
a given location.

**Alcohol** – stronger alcohols can be used as a potion base, while weaker ones are fit to be consumed or presented to characters as gifts.

**Orens** – the currency used to pay for goods and services; Geralt is often rewarded with orens
for contracts he completes.

**Food** – cheese, legs of mutton, loaves of bread, fruit, and all other edible items modestly accelerate the regeneration of Vitality.

**Whetstones** – raise weapon
effectiveness
to various degrees.

# Mini-Games

In the course of play, you will have an opportunity to play several mini-games with other characters. Games of this kind are most often played for money, but winnings can at times include useful information or items.

## Dice Poker

Dice Poker is very popular in Temeria. To begin a game, choose the gameplay dialog "Let's play dice!" when talking to gamblers in taverns or to other characters willing to play. The game consists of rolling five traditional dice and play is as follows:

- Once a game is initiated, the Dice Poker screen appears. Your dice are in the lower left corner, your opponent's in the upper right.

- Click on one of the wager amounts to place your bet. The betting panel will close.

- Click ROLL DICE in the lower right corner. Your opponent always rolls after you. The resulting hands are then compared.

- At this stage, you can choose to check or raise your opponent's bet. Betting ends when one play can no longer match his opponent's bet (equivalent to losing the round) or when the bets are matched.

- Click on the dice you wish to roll again to improve your hand. Selected dice will be highlighted. Click ROLL DICE again to play.

- Once both parties have rolled their dice a second time, the hands are compared. The player with the strongest hand wins. The order of hands is as follows:

**Pair** – two dice showing the same value

**Two Pair** – two pairs of dice showing the same value

**Three-of-a-Kind** – three dice showing the same value

**Five-High Straight** – dice showing all values from 1 to 5

**Six-High Straight** – dice showing all values from 2 to 6

**Full House** – pair + three-of-a-kind

**Four-of-a-Kind** – four dice showing the same value

**Five-of-a-Kind** – all five dice showing the same value.

Game have three rounds, with the winner collecting the entire pot of orens.

## Fistfights

This mini-game is a faster-paced, dynamic alternative to dice. It can be played in any tavern in Temeria, though inns are not the sole venues for fistfights. Fistfights are most often initiated through the "Fistfight" gameplay dialog during conversations with selected characters. Depositing an amount of money as a contest fee is usually required. You may also be able to bet an opponent a specific amount through a pop-up panel.

Formalities out of the way, Geralt enters fistfight mode, in which no weapons are used. Your opponent's condition is represented by the yellow circular bar at his feet. Left-click on your opponent when you see the fist-shaped cursor to swing. Right-click to block your opponent's blows, but remember that each block reduces your Endurance.

The winner is the first player to reduce his opponent's endurance to only a few points, at which stage the fight ends with a spectacular knockout. Many tactical maneuvers available in sword combat are also available during fistfights, however jumps and spins are excluded.

When fighting in taverns, the player should avoid going outside the fighting area, as this results in an automatic loss.

## Drink Up

This is a drinking game where the last player standing wins. These contests usually transpire in taverns, though in selected situations they may involve characters in other surroundings. This mini-game can be accessed through standard dialog and using the "Let's drink" gameplay dialog. You must have alcohol in the Inventory to play.

Click on the gameplay dialog to open the Inventory. Depending on what your opponent wants to drink, use the "Gift" option to offers and another round follows. This procedure is repeated until one player stops drinking or falls to the floor unconscious, thereby losing the drinking duel. While drinking, Geralt becomes increasingly drunk until he blacks out. Any character you defeat at this mini-game might reward divulge secret information or offer an item or money.

**Note! If Geralt blacks out while drinking alcohol, he wakes up later somewhere in the street, probably stripped of some money. So, beware who you drink with.**

# Bestiary

In the course of play, you will encounter many different foes. They will include representatives of sapient races like humans, elves and dwarves, as well as a variety of monsters.

Trained to use three combat styles and two weapons, Geralt tends to classify his opponents into two categories:

**Opponents susceptible to steel** – against whom Geralt uses a steel sword;

**Opponents susceptible to silver** – against whom Geralt uses a silver sword (provided he has one).

Each of the two opponent types listed above can further be divided into three categories:

**Strong and resistant opponents** – susceptible to the Strong Style;

**Fast and agile opponents** – susceptible to the Fast Style;

**Inferior opponents attacking in groups** – susceptible to the Group Style.

## Common Opponents

In dark alleys, bandits lurk in wait for unwary travelers whom they'll gladly kill for a money pouch. If you break the law, city guards will try to arrest you. Given that no one likes witchers, they're unlikely to be gentle, and "accidents" can always happen.

In the course of play, it is likely you will fight common opponents like humans, elves, dwarves and representatives of other sapient, humanoid races. They may not be as dangerous to Geralt as monsters, but they should not be taken lightly, for they often have unpleasant surprises up their sleeve. The steel sword is best used against opponents of this kind.

## Common Monsters

Ordinary humans stand little chance of defeating monsters, but witchers were bred specifically to combat them. Monsters have special qualities that render them dangerous foes, but the witchers' abilities and potions more than make up for this. Silver swords are most effective against unnatural beasts. Apart from monsters, you will also encounter certain wild animals like wolves. Defeat them using your steel sword, as they are not aberrations.

## Unique Monsters

Certain exceptionally powerful creatures so intensely trouble the inhabitants of the areas they haunt that they have gained names and become legends steeped

in infamy. Special rewards are usually offered for them, but the challenge is proportional to the potential profit. In more populous locations, you will find someone responsible, who will tell you whether monsters of this kind haunt the area and the reward that comes from defeating them. To collect your reward from the contracting party, you must prove you defeated the monster by bringing in a trophy taken from the creature's remains.

**Note! Collected trophies appear on the Trophy hook in the Inventory. This slot can accommodate only one trophy at a time.**

## Powerful Foes

A number of particularly powerful, story-related beings inhabit the game world. Combating these opponents is always an exceptional experience and your combat abilities will have to be at their best. To defeat them, you will have to demonstrate tactical prowess, using Geralt's strengths and his opponents' weaknesses to maximum advantage. Once defeated, these foes provide unique ingredients used in preparing mutagenic potions.

## Special Opponent Abilities

Various foes, and monsters in particular have special powers that can adversely affect Geralt's Vitality and combat abilities. Though temporary, their effects remain at full force throughout a particular interval.

**Pain** – this effect slows movement, reduces attack speed, and lowers Geralt's parry and dodge efficiency; in extreme form it might prove completely incapacitating.

**Bleeding** – this effect causes continuous loss of Vitality, reduces hit, parry and dodge efficiency, and renders Geralt susceptible to the Pain effect.

**Blinding** – this effect disables special maneuvers, reduces Geralt's hit, parry and dodge efficiency, and renders him susceptible to the Knockdown effect.

**Knockdown** – this effect knocks Geralt on his back. Some monsters take this opportunity to execute a finishing blow, making this effect especially dangerous in combat against large, powerful beasts.

**Incineration** – this effect causes continuous loss of Vitality, disables special maneuvers, and reduces Geralt's parry and dodge efficiency; in extreme form, it also prevents him from using Signs and increases his susceptibility to the Blinding effect.

**Stun** – this effect incapacitates Geralt, allowing opponents to execute finishing blows.

**Poison** – this effect causes continuous loss of Vitality.

**Mind Control** – this effect causes Geralt to temporarily lose control of his faculties.

**Note! Many of Geralt's skill and attribute enhancements, as well as his potions, oils and bombs, provide similar powers that Geralt may use against his foes.**

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Always be the first to know about what's going on in the world of "The Witcher." Find out about the team's future plans, receive game updates and occasional freebies, and most importantly, join our growing online community! More information at:

**www.thewitcher.com/registration**.

The CD Projekt RED registration key can be found on the inside front cover of this manual.

In order to complete the registration process, choose the "Register Game" icon in the launcher to "The Witcher." In order for the online application to work correctly, a properly configured version of Internet Explorer 6 or higher is required.

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